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| 1 | INCLUDING MEANS FOR PROCESSING ELECTRONIC DATA (E.G., COMPUTER/VIDEO GAME, ETC.) | 22 | ..Lot generator (e.g., card distribution, simulated dice, random number generator, etc.) |
| 2 | ..In a game including a simulated projectile (e.g., bullet, missile, ball, puck, etc.) | 23 | .Skill level adjustment (e.g., speed change, complexity, etc.) |
| 3 | ..Paddle-type game (e.g., pinball, tennis, baseball, golf, hockey, etc.) | 24 | .Suspension or restoration (e.g., power failure resumption, etc.) |
| 4 | ..Simulated court game or athletic event (e.g., soccer, basketball, etc.) | 25 | .Credit/debit monitoring or manipulation (e.g., game entry, betting, prize level, etc.) |
| 5 | ..Simulated projector with diverse interactive target | 26 | ..Pool amount (e.g., jackpot, etc.) |
| 6 | ..In a race game | 27 | ...Pool carryover (e.g., progressive jackpot, etc.) |
| 7 | ..In a game requiring an element of a participant's physical skill or ability (e.g., hand- eye coordination, reflex, etc.) | 28 | ...Parimutuel pool |
| 8 | ..Martial-art type (e.g., boxing, fencing, wrestling, etc.) | 29 | .Access or authorization (e.g., game selection, security, etc.) |
| 9 | ..In a game requiring strategy or problem solving by a participant (e.g., problem eliciting response, puzzle, etc.) | 30 | .Perceptible output or display (e.g., tactile, etc.) |
| 10 | ..With chance element or event (e.g., backgammon, Scrabble, etc.) | 31 | ..Visual (e.g., enhanced graphics, etc.) |
| 11 | ...Card- or tile-type (e.g., bridge, dominoes, etc.) | 32 | ...Three-dimensional characterization |
| 12 |Ultimate outcome dependant upon summation of plural card or tile values (e.g., blackjack, etc.) | 33 |Object priority or perspective |
| 13 |Ultimate outcome dependant upon relative odds of a card or tile combination (e.g., poker, etc.) | 34 | ...Image projection |
| 14 | ..Chess- or checker-type | 35 | ..Audible |
| 15 | ..Geometric maze | 36 | .Player-actuated control structure (e.g., brain-wave or body signal, bar-code wand, foot pedal, etc.) |
| 16 | ..In a chance application | 37 | ..Hand manipulated (e.g., keyboard, mouse, touch panel, etc.) |
| 17 | ..Lot match or lot combination (e.g., roulette, lottery, etc.) | 38 | ...Pivotally-translatable handle (e.g., joystick, etc.) |
| 18 | ...Plural lots (e.g., keno, etc.) | 39 | ..Wireless signal |
| 19 |Plural matches create pattern (e.g., bingo, etc.) | 40 | .With communication link (e.g., television broadcast, etc.) |
| 20 |Lot-to-lot combination (e.g., slot machine, etc.) | 41 | ..Telephonic (e.g., modem, etc.) |
| 21 |Having means to alter combination probability | 42 | ..Network type (e.g., computer network, etc.) |
| | | 43 | .Data storage or retrieval (e.g., memory, video tape, etc.) |
| | | 44 | ..Cartridge |
| | | 45 | ..Cartridge adaptor |
| | | 46 | .Housing |
| | | 47 | .Accessory |
| | | 47.1 | FENCING |
| | | 47.2 | STRIKING WEAPON |

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| 47.3 | .Having electric shock feature | 65 | .Object propelled along reciprocating or vibrating surface |
| 47.4 | .Combined with antigrasping device or diverse art device (e.g., with light, knife, etc.) | 66 | .Object pulled by reelable cord |
| 47.5 | .Having similar striking members flexibly tethered together | 67 | .Object propelled by rotatable arm or disk |
| 47.6 | .Cross-handle type | 68 | .Object propelled by endless loop |
| 47.7 | .Telescopic | 69 | .Gravity propelled object |
| 48 | COMBINED WITH OR CONVERTIBLE TO EXTERNAL ART DEVICE OR FUNCTION | | |
| 49 | SIMULATED-PROJECTILE GAME, TARGET THEREFOR, OR ACCESSORY | | <u>FOREIGN ART COLLECTIONS</u> |
| 50 | .Plural simulated projectors (e.g., tennis, shoot-out, dual, etc.) | | FOR 000 CLASS-RELATED FOREIGN DOCUMENTS |
| 51 | .Electromagnetic ray simulates projectile or its path, or utilized for coincidence detection (e.g., light-ray gun, infrared aim detector, etc.) | | |
| 52 | ..Having active target (e.g., moving target, "hit" responsive, etc.) | | |
| 53 | .Coincidence detection or indication means (e.g., aim detector, "hit" -indicator, etc.) | | |
| 54 | ..Having target or subtarget marker | | |
| 55 | ...Perforator | | |
| 56 | ..Having target deflector (e.g., "hit" indication) | | |
| 57 | ..Coincidence detection via electrical contacts | | |
| 58 | PROPELLED RACING | | |
| 59 | .Having contest condition indicator (e.g., lap counter, timer, start indicator, etc.) | | |
| 60 | ..Winner or finish order | | |
| 61 | .Magnetically propelled object | | |
| 62 | .Electrically self-propelled object | | |
| 63 | ..Having means to alter lateral position of object (e.g., steerable car, lane changer, etc.) | | |
| 64 | .Object propelled by impact, projection, or reaction force (e.g., spring, fluid jet, wind, etc.) | | |